Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A system for detecting and controlling collusion in a ~~multiplayer~~ game having a plurality of participating players ~~in which the players compete against each other to determine a winner, the system~~ comprising:

~~recording~~ means for recording, for each player, an amount wagered on each turn of the game in which the player participates, and a corresponding outcome of said wager, the outcome being a complete or partial forfeit of the wager if the wager is unsuccessful, and a profit made on the wager if the wager is successful;

a ranking facility operable to derive a primary statistic for each player~~, the primary statistic being~~ <u>as</u> a function of a total number of turns of the game played by the player[[,]] and the outcomes of the wagers made by the player in these turns of the game<u>, wherein the primary statistic is a ratio of a cumulative outcome of the player's wagers and the total number of turns of the game played by the player</u>; and

monitoring means for monitoring the primary statistic of each player and generating an output when the primary statistic of any player changes by more than a predetermined amount, the output being an indicator of possible collusion by that player.

2. (Cancelled)

3. (Currently Amended) [[A]] The system as claimed in claim 1 which includes a storage means capable of storing the primary statistic for each player in respect of each one of a number of different levels of play of the game, a level of play being determined by wagering limits applicable to the game.

4. (Currently Amended) [[A]] The system as claimed in claim 1 that includes a control facility operable to suspend a player for whom the monitoring means has generated an output, from any further participation in the game.

5. (Currently Amended) [[A]] The system as claimed in claim 4 that includes geo-location means for determining the geographical location of any participating player, the control facility being operable to suspend any two or more players for whom the monitoring facility has generated outputs and whose geographic locations are substantially identical, from any further participation in the game.

6. (Currently Amended) [[A]] The system as claimed in claim 5 in which the control facility suspends any two or more players for whom the monitoring facility has generated outputs and whose geographic locations are substantially identical, from any further participation in the game, alternatively prevents is operable to prevent any two or more players for whom the monitoring facility has generated outputs and whose geographic locations are substantially identical, from participating in a same instance of the game.

7. (Currently Amended) [[A]] The system as claimed in claim 1 in which the ranking facility derives a number of secondary statistics relating to each player.

8. (Currently Amended) [[A]] The system as claimed in claim 7 in which one secondary statistic is, when relating to a winning player, a breakdown of that player's winnings from the other players and in which the monitoring means generates an output if a proportion of a player's winnings from another particular player exceeds a predetermined threshold, and also generates an output for the other particular player.

9. (Currently Amended) [[A]] The system as claimed in claim 8 in which a further secondary statistic is, when relating to a losing player, a breakdown of that player's losses to other players, and in which the monitoring means generates an output if a proportion of a player's losses to another particular player exceeds a predetermined threshold, and also generates an output for the other particular player.

10. (Currently Amended) [[A]] The system as claimed in claim 7 in which the game is a variation of the game of poker.

11. (Currently Amended) [[A]] The system as claimed in claim 10 in which the variation is any one of Texas Hold'Em, Omaha or Omaha Hi/Lo and in which the number of secondary statistics includes any one or more of a win ratio for all hands played to the flop stage of the game, a win ratio for all hands played to the turn stage of the game, a win ratio for all hands played to the river stage of the game, a play decision ratio of the number of hands played

to the flop stage and the number of hands played to the river stage of the game, a win ratio for all hands in which the player raises in early position, a win ratio for all hands in which the player raises in mid position, a win ratio for all hands in which the player raises in late position, and a raise ratio for all raising hands held by the player.

12.   (Currently Amended)   [[A]] The system as claimed in claim 10 in which the variation is any one of Seven Card Stud, Seven Card Stud Hi/Lo or Razz and in which the number of secondary statistics includes any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.

13.   (Currently Amended)   [[A]] The system as claimed in claim 10 in which the variation is Five Card Stud and in which the number of secondary statistics includes any one or more of a win ratio for all hands played to the third street, a win ratio for all hands played to fourth street, a win ratio for all hands played to the fifth street, a play decision ratio of the number of hands played to third street to the number of hands played to fifth street, and a raise ratio for all raising hands held by the player.

14.   (Currently Amended)   [[A]] The system as claimed in claim 10 in which the variation is Five Card Draw and in which the number of secondary statistics includes any one or

more of a win ratio for all hands played to draw, and a raise ratio for all raising hands held by the player.

15. (Currently Amended) [[A]] The system as claimed in claim 10 in which the variation is Manila and in which the number of secondary statistics includes any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.

16. (Currently Amended) A method for detecting and controlling collusion in a ~~multiplayer~~ game having a plurality of participating players ~~in which the players compete against each other to determine a winner, the method~~ comprising the steps of:

recording, for each player, an amount wagered on each turn of the game in which the player participates, and a corresponding outcome of said wager, the outcome being a complete or partial forfeit of the wager if the wager is unsuccessful, and a profit made on the wager if the wager is successful;

a collusion detection server deriving a primary statistic for each player, wherein the primary statistic ~~being~~ is a function of a total number of turns of the game played by the player, and the outcomes of the wagers made by the player in these turns of the game, wherein the primary statistic is derived as a ratio of a cumulative outcome of the player's wagers and the total number of turns of the game played by the player; and

the collusion detection server monitoring the primary statistic of each player and generating an output when the primary statistic of any player changes by more than a predetermined amount, the output being an indicator of possible collusion by that player.

17. (Cancelled)

18. (Currently Amended) [[A]] The method as claimed in claim [[17]] 16 in which a primary statistic for each player is stored in a storage means in respect of each one of a number of different levels of play of the game, a level of play being determined by wagering limits applicable to the game.

19. (Currently Amended) [[A]] The method as claimed in claim 16 that includes the step of suspending a player for whom an output has been generated, from any further participation in the game.

20. (Currently Amended) [[A]] The method as claimed in claim 19 that includes a further step of determining the geographical location of any participating player and suspending and two or more players for whom outputs have been generated and whose geographic locations are substantially identical from any further participation in the game.

21. (Currently Amended) [[A]] The method as claimed in claim 20 in which any two or more players for whom outputs have been generated and whose geographic locations are substantially identical, are suspended from any further participation in the game, alternatively in

which any two or more players for whom outputs have been generated outputs and whose geographic locations are substantially identical, are prevented from participating in a same instance of the game.

22. (Currently Amended) [[A]] The method as claimed in claim 16 that includes a step of deriving a number of secondary statistics relating to each player.

23. (Currently Amended) [[A]] The method as claimed in claim 22 in which one secondary statistic, when relating to a winning player, is a breakdown of that player's winnings from the other players, and that includes the steps of generating an output if a proportion of a player's winnings from another particular player exceeds a predetermined threshold, and generating an output for the other particular player.

24. (Currently Amended) [[A]] The method as claimed in claim 23 in which a further secondary statistic, when relating to a losing player, is a breakdown of that player's losses to other players, and that includes the steps of generating an output if a proportion of a player's losses to another particular player exceeds a predetermined threshold, and generating an output for the other particular player.

25. (Currently Amended) [[A]] The method as claimed in claim 22 in which the game is a variation of the game of poker.

26.   (Currently Amended)   [[A]] The method as claimed in claim 25 in which the variation is any one of Texas Hold'Em, Omaha or Omaha Hi/Lo and in which the number of secondary statistics is derived as any one or more of a win ratio for all hands played to the flop stage of the game, a win ratio for all hands played to the turn stage of the game, a win ratio for all hands played to the river stage of the game, a play decision ratio of the number of hands played to the flop stage and the number of hands played to the river stage of the game, a win ratio for all hands in which the player raises in early position, a win ratio for all hands in which the player raises in mid position, a win ratio for all hands in which the player raises in late position, and a raise ratio for all raising hands held by the player.

27.   (Currently Amended)   [[A]] The method as claimed in claim 25 in which the variation is any one of Seven Card Stud, Seven Card Stud Hi/Lo or Razz and in which the number of secondary statistics is derived as any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.

28.   (Currently Amended)   [[A]] The method as claimed in claim 25 in which the variation is Five Card Stud and in which the number of secondary statistics is derived as any one or more of a win ratio for all hands played to the third street, a win ratio for all hands played to fourth street, a win ratio for all hands played to the fifth street, a play decision ratio of the

number of hands played to third street to the number of hands played to fifth street, and a raise ratio for all raising hands held by the player.

29. (Currently Amended) [[A]] The method as claimed in claim 25 in which the variation is Five Card Draw and in which the number of secondary statistics is derived as any one or more of a win ratio for all hands played to draw, and a raise ratio for all raising hands held by the player.

30. (Currently Amended) [[A]] The method as claimed in claim 25 in which the variation is Manila and in which the number of secondary statistics is derived as any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.